Boss Challenger

Introduction to Visual Media Programming
: Final Project

20191167 Jinyong Choi

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Ideation

"Make a part of game with Pygame"

Which part? - **Boss Stage**

What is main Fun? - **Control**

Pygame

Boss Stage

Ideation

Backgroud : Dystopia

 - AI robots Rule the world. Human is persecuted

Player? - A boy fight for free
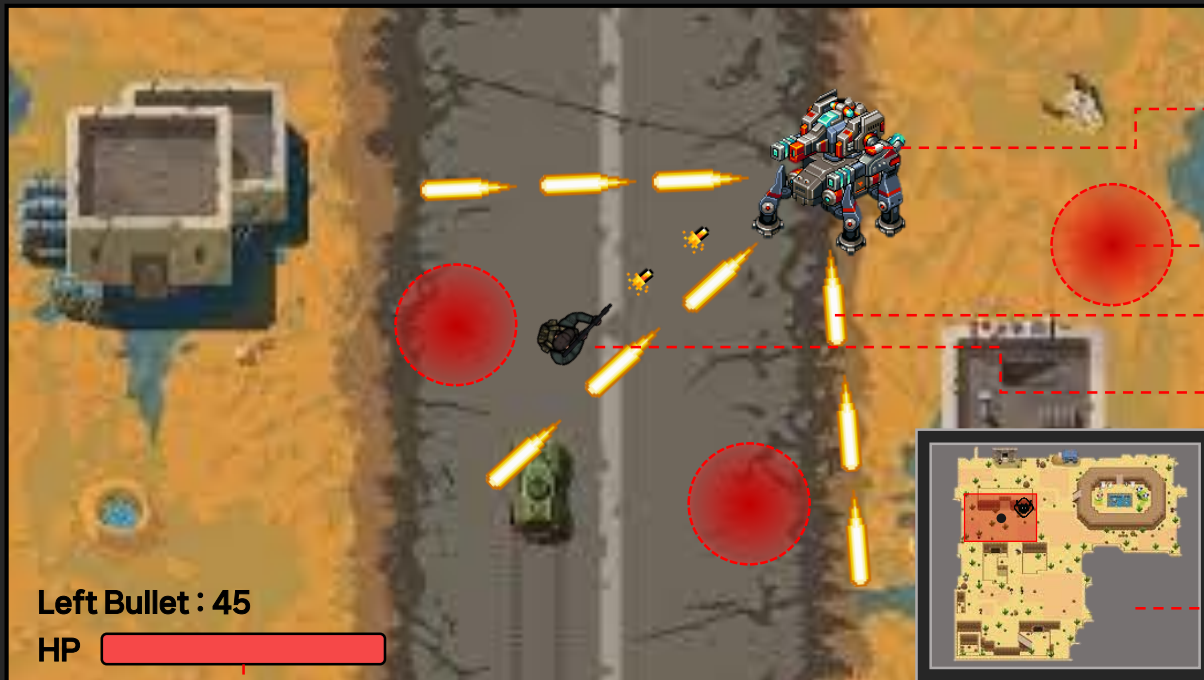
 - weapon : Knife and Gun

dystopia

Resistance Boy

Game Concept

Title	Boss Challenger
Genre	Top View Soullike RPG
Platform	PC
Goal	Make a part of Boss Stage with Pygame
Target	Players who enjoys Hard core Boss Stages which needed high Control ability
Summary	2D Hard Core Top View Boss Action Game

Game View & Visual Style

- Top View / 2D / Pixel Art Style
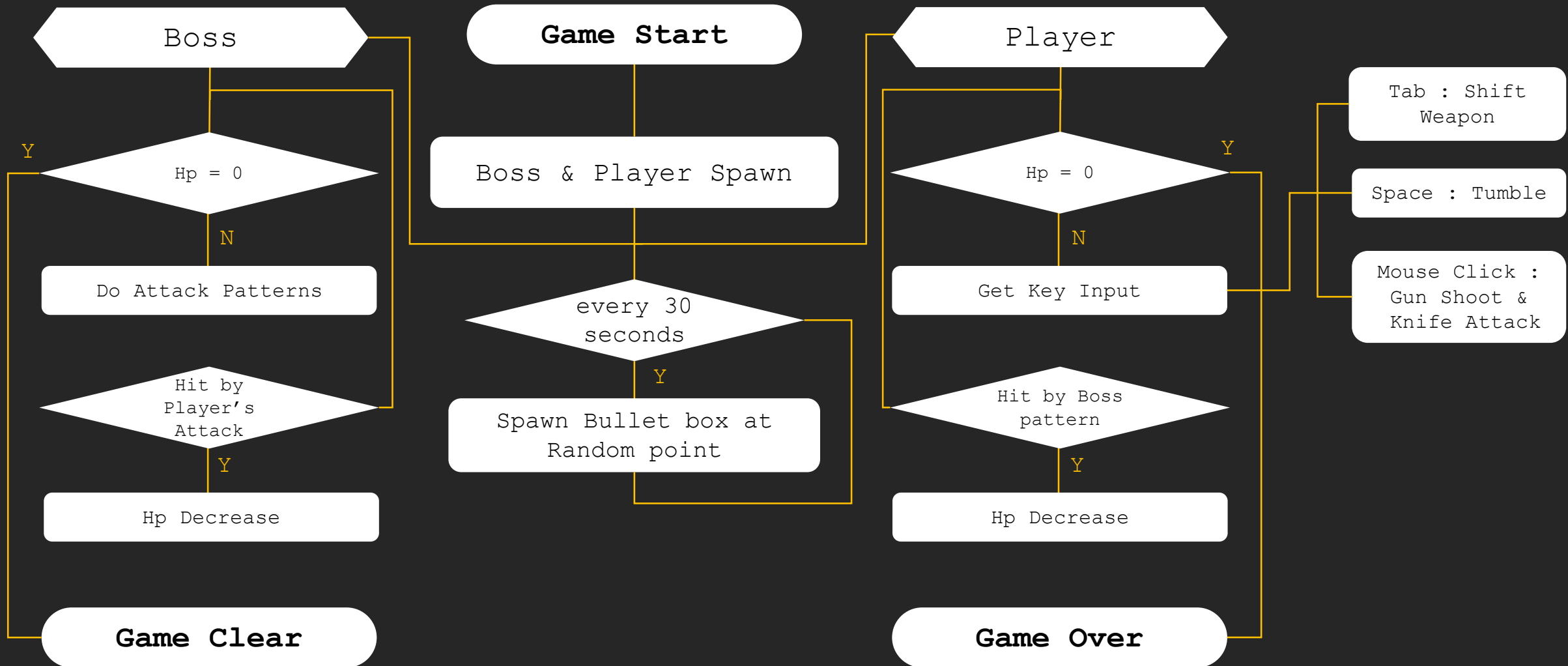- Main Boss – Mechanical Creature

Boss Mechanic

Boss Attacks

Player

UI (Hp, Bullets, Map)

Left Bullet : 45

HP

Flow of the Game

Boss

Hp = 0

Y

N

Do Attack Patterns

Hit by Player's Attack

Y

Hp Decrease

Game Clear

Game Start

Boss & Player Spawn

every 30 seconds

Y

Spawn Bullet box at Random point

Player

Hp = 0

Y

N

Get Key Input

Hit by Boss pattern

Y

Hp Decrease

Game Over

Tab : Shift Weapon

Space : Tumble

Mouse Click : Gun Shoot & Knife Attack

Reference

- Top View or QuarterView MMORPG Boss raid pattern
  - Ex) LostArk, D&F
- Single Game's Boss Pattern and play type.
  - Ex) Titan Souls, Hades
- kidscancode.org Tile-based Game

LostArk

Titan Souls